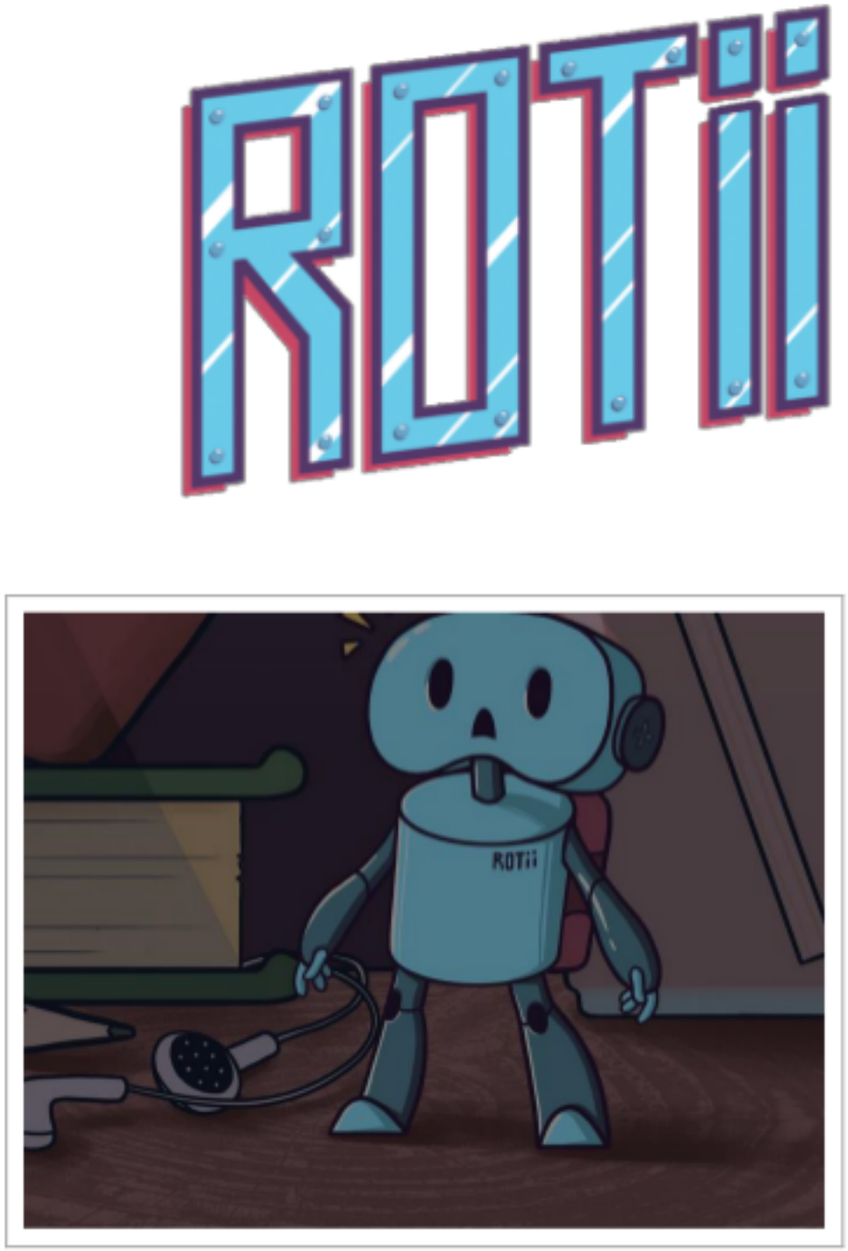
Introducing: ROTii

Congratulations! You are now the proud owner of a robotic optimized tidying integrated interface (or ROTii for short). Please follow this short guide to get the most out of your super powered cleaning utility!



Contact Us

Should you need additional help beyond the information provided in this manual, DarkShot Studios will gladly take all questions

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Starting the Game

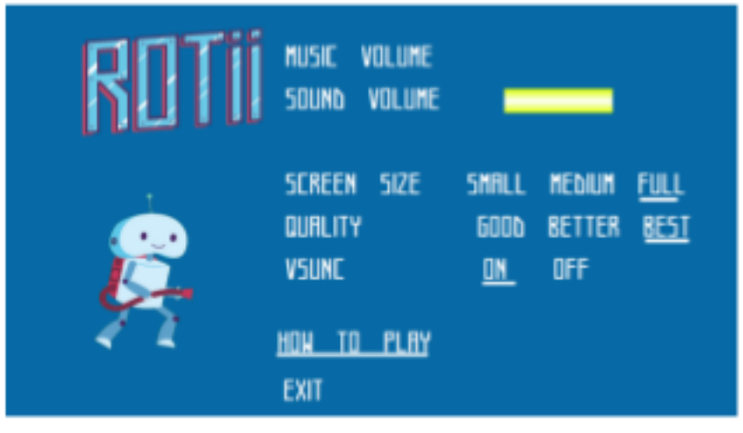
1. ROTii is a digital game designed to run on Windows machines from XP to 10, and everything in between.

2. All the game data is contained in one file! It doesn't matter where, just go ahead and double click ROTii.exe to begin!

3. If the game runs anything less than smooth, don't worry! Mess with the 'Quality' and 'Vsync' options until you find that sweet spot.

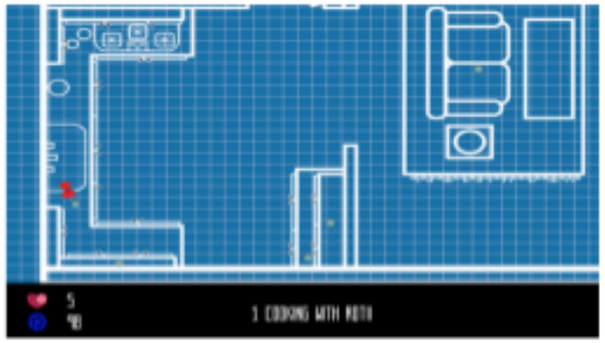
4. ROTii is optimized to run on a variety of machine types, but just in case, here are some basic system requirements:
   -Windows XP, 7, 8, or 10
   -1GB Minimum RAM
   -128MB graphics

5. For maximum performance, it is recommended that you close as many other programs on your computer as possible. Give ROTii your full attention!



Our Story Begins

ROTii's epic adventure begins on the counter of Nida's kitchen. Our adorable genius has just finished putting the finishing touches on the prototype for a revolutionary new cleaning appliance (that's you!) ROTii is both a tool to improve the lives of many, and a way for Nida to justify her overpaying job. But for every good, there is a mildly annoying, self-proclaimed rival, and Nida has Dr. Nano for that.



We see our villain spying on Nida and ROTii's moment, jealous of her growing popularity. Nano has just finished work on a collection of terrifying new mutant insects called the "Bite Mites". Curious to know the secret of Nida's inventions, Nano unleashes hundreds of the bugs into Nida's house, hoping to use the distraction to find a way into her secret lab.

While rushed, the plan proves to be effective, as Nida can't be bothered to deal with bugs. Luckily, she has this brand-new robot designed to do things that would be a little bit of an inconvenience for humans! Go! ROTii!

Time to Clean House!

In order to protect Nida and defeat Nano, ROTii will need to make the long journey from Nida's kitchen to her secret lab. Each room is its own level, full of traps, bugs, and puzzles. The goal of each level is marked by a portrait of Nida. Clearing it up will trigger ROTii's victory dance, allowing you to move on.



The path is – of course – a difficult one to navigate. Large objects and enemies stand in your way. Using ROTii's Vac-Pack, you can drag certain objects across the ground. You can use this maneuver to open new paths, or crush something down below. ROTii can also push these same objects by simply running into them. How powerful! Smaller objects and enemies can be fully inhaled into the backpack. They will remain a prisoner there until you hit the button again, turning them into powerful projectiles for damaging bugs, or breaking stuff!

How to Play

ROTii is a two-button game, making it super easy to control!



PAUSE (Enter or Start)
-From normal gameplay, this stops the game, and brings up a mini menu. You can configure options, return to the world map, or just take a quick breather.

JUMP (Space Bar or A)
-A must for mobility. ROTii can jump a couple inches into the air. The longer the button is held, the higher the jump (with a limit)
-In the menu, this can be used to confirm whatever option the cursor is hovered over.

VACUUM (Mouse Left Click or X)
-An essential cleaning maneuver. Hold the button to activate ROTii's vacuum. It affects the area right in front, and can be used while standing, walking, or even jumping. When the vacuum is holding an object, press the button again to fire it out.
-In the menu, this button normally returns to the previous screen you were browsing.

MOVE (WASD, Left Analog Stick, or Dpad)
-Also pretty important. You can move ROTii left and right.
-From the menu, well, you can jump the cursor around to different options.

Cleaning Goodies

COGS



There are many of these scattered in each level. They can serve as a nice guiding point, or give grant you an extra life when you collect 100.

LIVES



You only get so many tries to complete a level! If you run out, not even checkpoints can help you. Picking these up will guarantee you'll always get another shot.

POWER



If you find yourself running low on power, and far away from a charging station, pick one of these lightning bolts up! It contains a jolt of energy that will restore a tiny portion of ROTii's battery.

JUNE BUG



Another one of Nida's robots. These little guys just sit around a do...nothing? It's unknown what they were designed for, but there is one hidden in each level. Try to collect them all, and see what happens!

Main Characters



ROTii

Our main hero! This adorable robot was created to deal out justice to germs and has a preprogrammed soft spot for Nida.

Nida



Nida is a genius scientist with a specialty in robotics. She has made a name for herself by creating inventions to solve first world problems.



Nano

In Nano's own right, she is a brilliant mind, though her focus on bugs and gross experiments has never won her any fame. Nano is looking to climb to the top of the scientist chain.

Helen



Nano's greatest creation, and the Queen of the Bite Mites. This powerful, yet graceful insect can slice anything with its claws. Rumor has it, this bug is waiting for ROTii...

Meet the Bite Mites

DUSTER



SKIP



VAPORAS



SPIDDERMITE



WENDY



LOUCAS



ROCKY



VELVET



SOFTY



SHADOW SWARM



Tips and Tricks

Batteries not Included



ROTii's power will drain over time, and after taking damage. If you run out, you lose a life! You can hop on a charger to restore power, and checkpoint in the event you lose a life!

Waterproof



While ROTii can function in water, your speed will be cut in half. To make matters worse, your battery drains twice as fast! Don't stay submerged for too long!

Tips and Tricks (cont.)

Get the Memo



Those sticky notes posted all over the place aren't just memos for Nida. Read them carefully, and take a look at your surroundings. You may find a clue on how to advance.

Scientific Method



If all else fails, and you still don't know what to do, try anything! Use your vacuum on anything it will reach, and try shooting projectiles at anything that looks different or out of place.

Credits

Director

Brandon Smith

Character Animation

Alexandra Alvarez

Concept Art

Daniela Arce

Environment Art

David Salazar

Linh Lam

Story and Background Art

Nida Syed

Game Engine Programming

Amarise Knapick

Level Programming

Alec Burmeister

System Programming

Kyle Villalovos

Level Design

Julio Lopez

Steven Ou

William Bowen

Soundtrack Composition

Alvaro Oyoque

Michael Galvez

Marketing

Erik Burmeister

Paul Ruiz

'Retro' ROTii Animations

Adrian Lane

Special Thanks

Elizabeth Garcia

Kandice Fox

Notes